File: /home/ivanam/kode/03_struct/04_geometric_match/piece.c

```
double a,b,c,d, e,f,g,h, i,j,k,l, m,n,o,p; /* synomyms*/
a = ATA sum[0][0]; b = ATA sum[0][1]; c = ATA sum[0][2]; d = ATA sum[0][3];
e = ATA_sum[1][0]; f = ATA_sum[1][1]; g = ATA_sum[1][2]; h = ATA_sum[1][3];
i = ATA_sum[2][0]; j = ATA_sum[2][11]; k = ATA_sum[2][2]; h = ATA_sum[2][3];
m = ATA_sum[3][0]; n = ATA_sum[3][1]; o = ATA_sum[3][3];
- alpha*gamma/3 - beta*beta/8.0;
                                                                                                                                                                                                                                                                                                                                                                                                                                                               w[2] = -B/4+sqrt(blah2);
w[3] = -B/4-sqrt(blah2);
/* we'll have to find the smallest lambda below */
                                                                                                                                                                                                                                             ( fabs(beta) < 1.e-4) {
double blah = alpha*alpha-4*gamma;
if ( blah < 0) {
     /* what should I do in this case? bail out*/
     *rmsd = -1;</pre>
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       else { /* beta is significantly bigger than 0 */
                                                                                                                                                                                                        alpha = -3*B*B/8 + C;
beta = B*B*B/8 - B*C/2 + D;
gamma = -3*B*B*B*B/256 + C*B*B/16 - B*D/4 + E;
                                                                                                                                                                                                double alpha, beta, gamma; /* substitutions */
DIRECT DIAGONALIZATION
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             0.333);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                = pow(R, 0.3333);
= -5*alpha/6 + U -P/3/U;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            /* more substitutions */
P = - alpha*alpha/12-gamma;
Q = - alpha*alpha*alpha/108 -
blah = Q*Q/4+P*PP/27;
if (blah< 0) {
  * rmsd = -1;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                         double sblah = sqrt(blah);
double blah2;
blah2 = (-alpha+sblah)/2;
if ( blah2 < 0) {</pre>
                                                                                                                                                                                                                                                                                                                                                                                                                 blah2 = (-alpha-sblah)/2;

if ( blah2 < 0) {

*rmsd = -1;
                                                                                                                                                                                                                                                                                                                                                                                     w[0] = -B/4+sqrt(blah2);
w[1] = -B/4-sqrt(blah2);
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                           double P, Q, R, U, V, W;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       if ( alpha + 2*V
                                                                                                                                                                                                                                                                                                                                                           *rmsd = -1;
                                                                                                                                                                                                                                                                                                return 1;
                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      double blah;
```